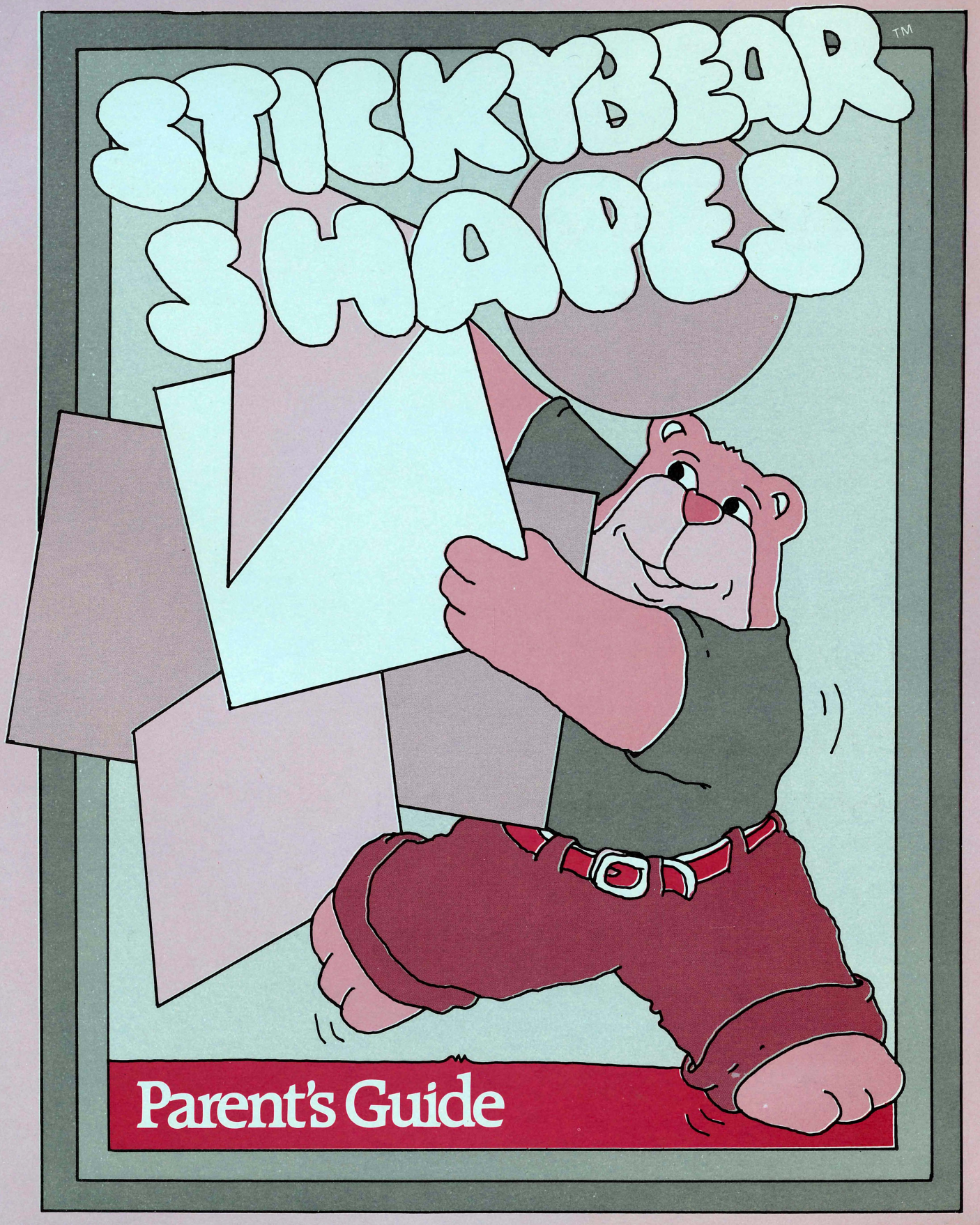
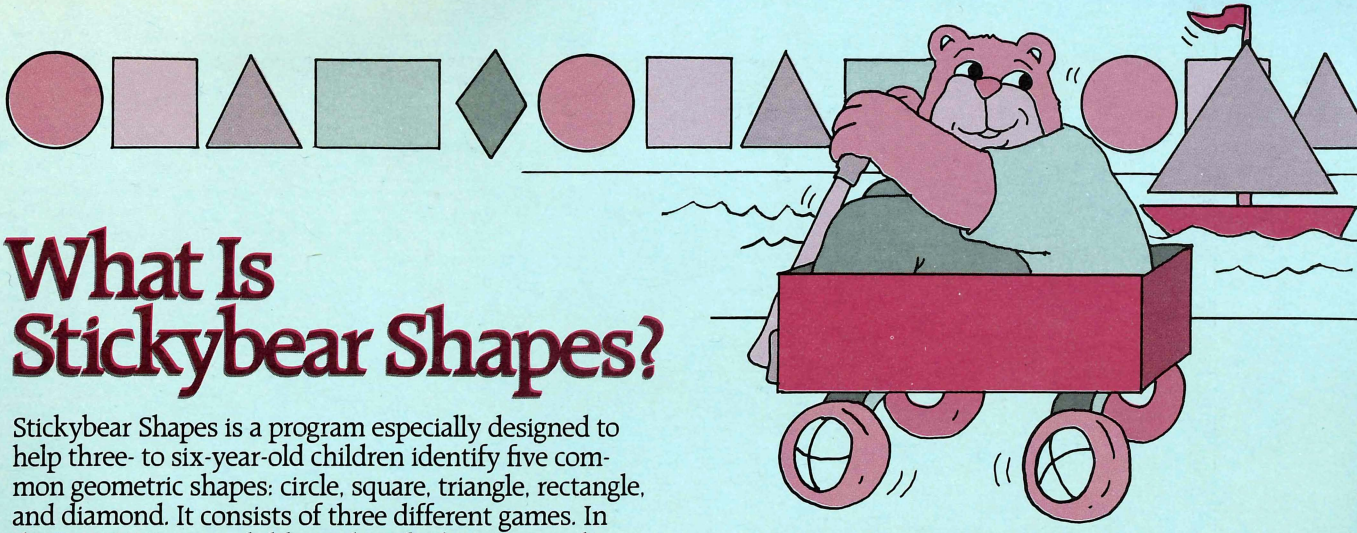

STICKYBEAR SHAPES™
Parent's Guide



What Is Stickybear Shapes?

Stickybear Shapes is a program especially designed to help three- to six-year-old children identify five common geometric shapes: circle, square, triangle, rectangle, and diamond. It consists of three different games. In the "PICK IT" game children identify the missing shape in each picture. In the "NAME IT" game children match shapes with their names. In the "FIND IT" game children match a sample shape with one hidden in each picture. This program will accommodate the paddle mode as well as the keyboard mode.

A colorful Stickybear Shapes poster is included. It is designed to reinforce shape recognition. The five shapes appear on the poster. Children will enjoy finding the shapes hidden in a charming picture of the bears.

Also included is the special hardback book *Shapes.* This delightful book will help further children's awareness of shapes. As they recognize the shapes, children will be enchanted with the antics of the zany bears.

Learning With Stickybear Shapes

Computer Awareness

Today's children are growing up in a computer society. By using programs designed specially for them, young children become familiar with the computer and its keyboard. Children given hands-on computer experience at an early age are unlikely to develop "computer phobia." With Stickybear Shapes, they do not just watch adults using that fascinating machine, they use it themselves.

Exploration and Discovery

Young children are natural scientists. They love to observe, experiment, and explore. Stickybear Shapes is designed to stimulate these young explorers. They can use the program by themselves. They can explore the keyboard and discover that pressing the arrow keys (or turning the dial on the paddle) changes the choice of shapes. Further exploration will reveal the function of the space bar. Still later, they will discover the relationship between the words and the shapes displayed.

Shape Recognition

The Stickybear Shapes program is designed to reinforce shape recognition. The poster and *Shapes* book facilitate and expand this learning. As children gain experience in the program, they begin to recognize and name the shapes. Older children begin to recognize the words on sight. The shapes displayed at the bottom in the "PICK IT" and "FIND IT" games may not appear exactly the same as the shapes in the picture. They may be "turned" another way, encouraging children to concentrate on the concepts of "roundness" or "squareness" rather than look for an exact match.

Fun

Stickybear Shapes' hi-resolution graphics, animated objects, and sounds combine to provide endless fascination. Even older children (and adults) who have already learned these shapes will enjoy experimenting with Stickybear Shapes.

How To Use Stickybear Shapes

Adult Instructions

Stickybear Shapes will work on any Apple® Personal Computer or Apple II or Apple II+ with 48K and a disk drive with DOS 3.3 (16 sector) or Apple IIe or Apple III. Put the program diskette into the drive and turn on your Apple. If you have Autostart, you will see the title panel displayed. If your Apple does not have Autostart, you will see the monitor cursor. Type 6; then type P while holding down the key marked CTRL (6 CTRL P); then press the return key.

You now have the choice of the paddle mode or the keyboard mode. Press P for paddle or K for keyboard. Next you have the choice of the following games:

1. PICK IT
2. NAME IT
3. FIND IT

Press the arrow keys (or turn the dial), and 1, 2, or 3 will flash. When the game you want is flashing, press the space bar (or button) and that game will begin. To change games press the ESC (escape key) and the three game choices will again appear.

1. PICK IT

Each picture display contains a missing shape. The five sample shapes appear at the bottom of the screen. Press the arrow keys (or turn the dial) until the appropriate shape is flashing. Then press the space bar (or push the button). If the answer is correct, the missing shape will appear accompanied by music and animation. If the answer is wrong, you will hear a low "bloop." After you find the correct shape, press the space bar for a new picture.

2. NAME IT

Each display presents the name of a shape. The five sample shapes appear at the bottom of the screen. Press the arrow keys (or turn the dial) until the appropriate shape is flashing. Then press the space bar (or push the button). If the answer is correct, the shape will appear accompanied by music and animation. The program will then automatically produce a new display. If the answer is wrong, you will hear a low "bloop."

3. FIND IT

Each display is a picture containing all five shapes. A shape and its name appear at the bottom of the screen. Press the arrow keys (or turn the dial) until the appropriate shape is flashing. Then press the space bar (or push the button). If the answer is correct, the picture will become animated. If the answer is wrong, you will hear a low "bloop." After you find the correct shape, press the space bar for a new picture.

Instructing Children

Follow the above directions to load the diskette and to choose the paddle or keyboard mode. Then select a game. If using the paddle, invite children to move the wheel or press the button. If using the keyboard, invite them to press an arrow key or the space bar.

Try starting with the "FIND IT" game. The "NAME IT" and "PICK IT" games are more difficult. They depend upon word recognition and sophisticated perceptual skills. What is easy for six-year-olds is often difficult for three-year-olds. But these young explorers may want to try the more difficult games. They can experience success by trial and error or by repeatedly pressing the space bar. Eventually the correct answer will appear followed by the animation. After some experience with the program, children may prefer to choose the mode and game themselves.

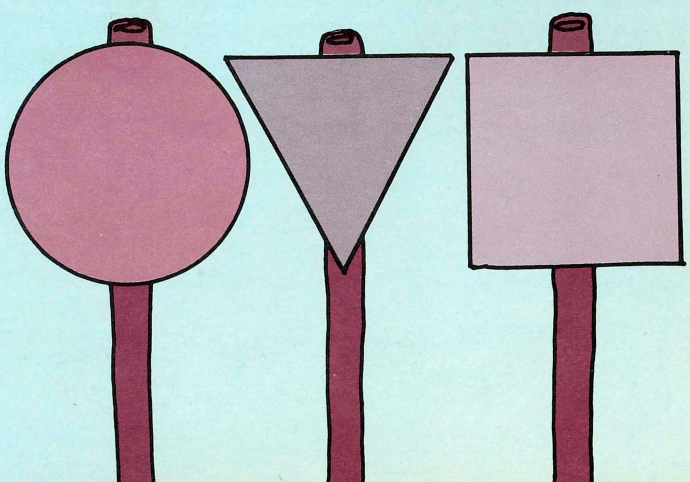
If you want children to load the diskette themselves, explain each step carefully. Demonstrate the procedure. Have children practice the procedure several times under your supervision. Stress the importance of being careful. Be sure to demonstrate how to hold the diskette. The diskette should be held **only** by the end with the picture. It should not be bent or folded. Remember to demonstrate putting the diskette safely away after use.

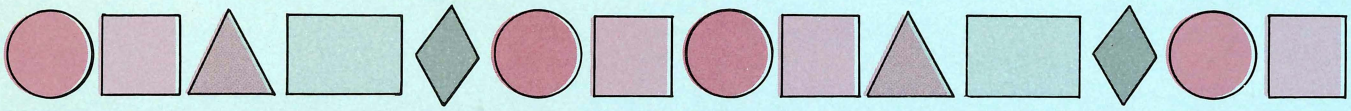
Learning the Program

Children learn best by experimenting themselves. Try to resist that almost overpowering impulse to intervene in the discovery process. You can have your turn later! Allow children to discover (without coaching) that pressing the arrow keys (or turning the dial) changes the choice of shapes. Eventually they will discover the function of the space bar.

Most children will require little or no guidance. If a little assistance is required, try phrasing a suggestion in question form. If children hesitate, ask, "What do you think will happen if you press this arrow key?" By making suggestions in question form, you allow children to stay in control.

Children often experiment with the program in ways difficult for adults to understand. Some children may





appear to be pressing keys randomly when they are actually testing the "rule" that some keys produce no effect. Some children like to watch the same display for much longer than adults would. Others press the keys too quickly for the computer to register. Try not to impose "adult" order on children's experimentation. It might interrupt the learning process.

Using Shapes

Shapes is designed to reinforce the recognition of shapes. Encourage children to talk about each page by asking questions such as, "What do you see? Can you find a circle? Do you see a square bear?" Read the text. Ask children to point to the appropriate shape. Don't try to do too much. *Shapes* is meant to be used over and over again. Older children may begin to sound out the words.

Additional Activities

After children have *fully* explored Stickybear Shapes several times, you may want to try a few more structured activities.

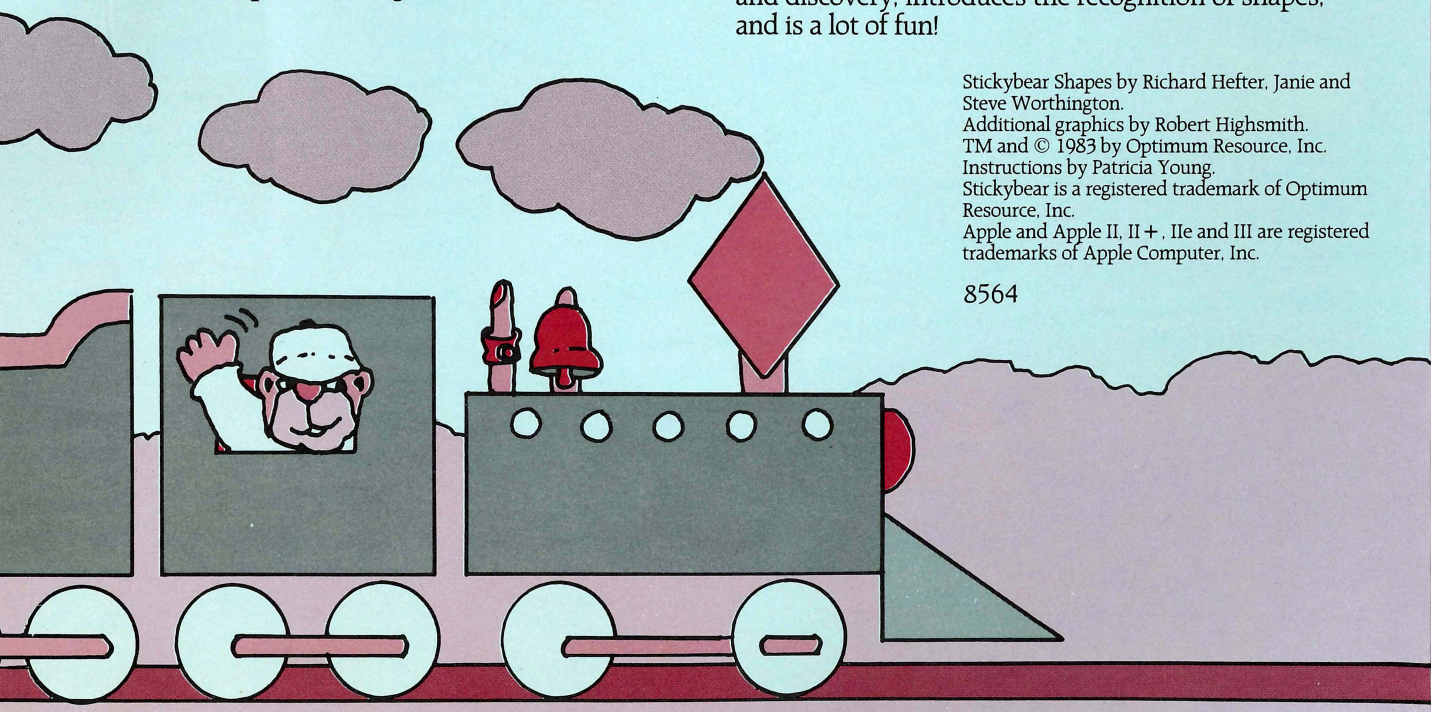
Match the Shapes. Ask children to match shapes appearing on the computer with the shapes on the poster.

Shapes are Everywhere. After children have become familiar with the shapes, encourage them to look for examples in their environment. "What shape is your ball? Do you see something that is square?" Point to a shape on the poster. Ask children to find something that is the same shape. (Squares, circles, and rectangles are common. Triangles and diamonds may be hard to find.)

Initial Consonant Hints. When children are trying to guess the name of a shape, give them a hint by providing the initial sound of the word: "rrr" (rectangle), "ddd" (diamond). Since "circle" and "square" have the same initial sound, sound out more of each word: "cir" and "sq." This technique is especially helpful in the "NAME IT" game.

Some children will immediately enjoy these activities. Others will prefer to continue exploring Stickybear Shapes on their own. Be patient. Introduce the activities in small doses. For younger children, naming four or five shapes at a time may be sufficient. Remember, this program is designed for children from ages three through six. Younger children have shorter attention spans and different interest levels than have older children.

Stickybear Shapes, a combination of a computer program, a book, and a poster, is specially designed for young children. It gives children an introduction to computer use, encourages their sense of exploration and discovery, introduces the recognition of shapes, and is a lot of fun!



Stickybear Shapes by Richard Hefter, Janie and Steve Worthington.
Additional graphics by Robert Highsmith.
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